MS. PAC-MAN*

Now, the Thrill of the Arcade Game at Home

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INTRODUCING TH
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PAC-MAN* is in love! And what a star his sweetheart is, with her red hair ribbon and long eyelashes. Just like her leading man, MS. PAC-MAN chomps her way through mazes as she battles four ghosts. Round and round, back and forth, across the stage she races as she gobbles up dots, energy pills, cinnamon bears, fruit, and pretzels.

Can she escape the marauding ghosts? Will it be the final curtain for her? Will PAC-MAN ever see his lady love again?

THE AUDIENCE ENTERS

Load the MS. PAC-MAN cartridge into your ATARI Home Computer as explained in your computer owner's guide, and turn on your computer.

Plug a joystick controller into Controller Jack 1 for one player, and another into Controller Jack 2 for two players.

Press SELECT to choose a one- or two-player game.

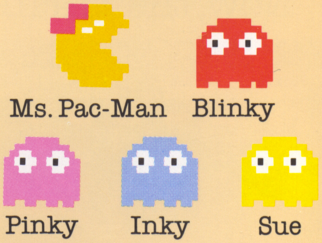
Press OPTION to choose a level of difficulty — from the bear, the easiest level, to the banana.

Press START to begin the game.

Press SYSTEM RESET to return to the option screen.

Press the space bar to pause in the middle of a game; press the space bar again to resume play.

ON WITH THE SHOW!
Cast of Characters



THE CURTAIN RISES
The Plot: MS. PAC-MAN Meets the Ghosts

MS. PAC-MAN appears at center stage. To earn her curtain call, she must eat all the dots in each maze before she's gobbled up by the ghosts.

But she can stall them. If she swallows one of the four energy pills, the ghosts change into blue costumes. With only seconds to act, she must chase them down and devour them before they change back again.

As MS. PAC-MAN finishes each round, a new fruit or pretzel appears on the screen, and the chase continues. Faster and faster she runs as she

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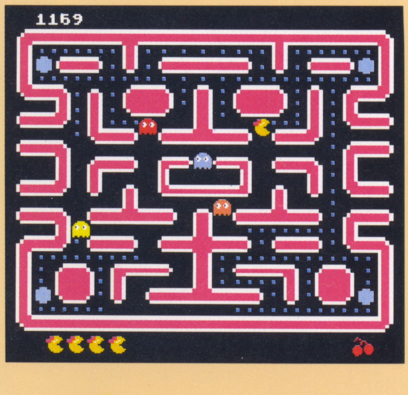
C-MAN*

turns a corner here, avoids a trap there. The ghosts aren't far behind! Quickly she swallows an energy pill, then turns on them. But before she can bat her eyelashes, the ghosts change back and the chase is on again.

The Plot Thickens: Beyond the First Maze

This is one tough performance. MS. PAC-MAN must scramble through *four* different maze patterns. And the mouth-watering cinnamon bears, fruit, and pretzels that bounce across the stage try to lure her toward the ghosts.

Fortunately, she has five lives in this show. But once they're gone, her performance is over—and so is the game!



But she can earn an encore. If she gets through the banana mazes, MS. PAC-MAN enters the random fruit mazes. So hold your applause till the final curtain.

Stage Directions: Some Tips on Strategy

Make sure MS. PAC-MAN eats the dots as quickly as she can. Don't let her take the energy pills too early, or she'll lose her only edge over the ghosts. Wait till they start to gain on her. Then she can tease them toward the pill before she gobbles it up and turns the chase on them.

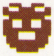
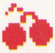
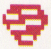
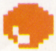
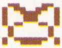
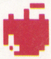
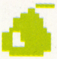
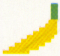
And remember, each maze has escape tunnels that lead offstage and back again. They could save her life.

Intermissions

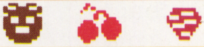
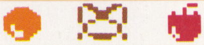
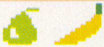
There will be three brief cartoon breaks immediately following the strawberry, apple, and second random fruit mazes.

REVIEWS

MS. PAC-MAN earns rave reviews! Here's what the critics are saying: "Lots of twists and turns to the plot," says the PRETZEL GAZETTE. "Magnificent!" reports the BANANA TIMES.

Maze	**Scoring**	**Points**
1		50
2		100
3		200
4		500
5		700
6		1,000
7		2,000
8		5,000
9	Random Fruit	100 to 5,000

Level	**Points**
Dot	10
Energy pill	50
First ghost	200
Second ghost	400
Third ghost	800
Fourth ghost	1,600
First 10,000 points	one extra life

Level	**Maze Pattern**
	Pink
	Blue 1
 2 Random Fruit	Orange
Random Fruit	Blue 2

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